# Launchers File syntax:

#

# [Must-have property line]

# launcher1.runCommand=<Run Command>

# [Optional extra properties]

# launcher1.displayName=<Display Name, runCommand by default>

# launcher1.hide=<true if lancher is not visible in menu, false by default>

# launcher1.buildCommand=<Build Command, Build Command specified in project properties by default>

# launcher1.runDir=<Run Directory, ${PROJECT\_DIR} by default>

# launcher1.runInOwnTab=<false if launcher reuse common "Run" output tab, true by default>

# launcher1.symbolFiles=<Symbol Files loaded by debugger, ${OUTPUT\_PATH} by default>

# launcher1.env.<Environment variable KEY>=<Environment variable VALUE>

# (If this value is quoted with ` it is handled as a native command which execution result will become the value)

# [Common launcher properties]

# common.runDir=<Run Directory>

# (This value is overwritten by a launcher specific runDir value if the latter exists)

# common.env.<Environment variable KEY>=<Environment variable VALUE>

# (Environment variables from common launcher are merged with launcher specific variables)

# common.symbolFiles=<Symbol Files loaded by debugger>

# (This value is overwritten by a launcher specific symbolFiles value if the latter exists)

#

# In runDir, symbolFiles and env fields you can use these macroses:

# ${PROJECT\_DIR} - project directory absolute path

# ${OUTPUT\_PATH} - linker output path (relative to project directory path)

# ${OUTPUT\_BASENAME}- linker output filename

# ${TESTDIR} - test files directory (relative to project directory path)

# ${OBJECTDIR} - object files directory (relative to project directory path)

# ${CND\_DISTDIR} - distribution directory (relative to project directory path)

# ${CND\_BUILDDIR} - build directory (relative to project directory path)

# ${CND\_PLATFORM} - platform name

# ${CND\_CONF} - configuration name

# ${CND\_DLIB\_EXT} - dynamic library extension

#

# All the project launchers must be listed in the file!

#

# launcher1.runCommand=...

# launcher2.runCommand=...

# ...

# common.runDir=...

# common.env.KEY=VALUE

# launcher1.runCommand=<type your run command here>